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1 **The United Kingdom advanced medical robotics initiative**
Finlay, P.A.;
Engineering in Medicine and Biology Society, 1989. Images of the Twenty-First Century. Proceedings of the Annual International Conference of the IEEE Engineering in , 9-12 Nov. 1989
Pages:885 - 886 vol.3

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1 Multiple-center-of-projection images
Paul Rademacher, Gary Bishop
July 1998 **Proceedings of the 25th annual conference on Computer graphics and interactive techniques**
Full text available: 🗎 pdf(1.47 MB)   Additional Information: full citation, references, citings, index terms

   Keywords: image-based rendering, multiple-center-of-projection images

2 Evaluating hypermedia and learning: methods and results from the Perseus Project
Gary Marchionini, Gregory Crane
January 1994 **ACM Transactions on Information Systems (TOIS)**, Volume 12 Issue 1
Full text available: 🗎 pdf(2.57 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

   The Perseus Project has developed a hypermedia corpus of materials related to the ancient
   Greek world. The materials include a variety of texts and images, and tools for using these
   materials and navigating the sytem. Results from a three-year evaluation of Perseus use in
   a variety of college settings are described. The evaluation assessed both this particular
   system and the application of the technological genre to information management and to
   learning. The evaluation used a variety of me ...

   Keywords: human-computer interaction, hypermedia, learning, teaching

3 An HDLC protocol specification and its verification using image protocols
A. Udaya Shankar, Simon S. Lam
November 1983 **ACM Transactions on Computer Systems (TOCS)**, Volume 1 Issue 4
Full text available: 🗎 pdf(2.11 MB)   Additional Information: full citation, references, citings, index terms

   Keywords: HDLC protocol, communicating processes, communication protocols, data link
   control, image protocols, message-passing networks, method of projections

4 Detecting aneurysms in retinal images: fuzzy morphology vs. conventional methods
Yannis A. Tolias, Ioannis B. Theocharis, Stavros M. Panas
February 1995 **Proceedings of the 1995 ACM symposium on Applied computing**

Full text available: pdf(425.23 KB)   Additional Information: full citation, references, index terms

Keywords: fuzzy image analysis, fuzzy morphology, fuzzy shape detectors

5 Exact side effects for interprocedural dependence analysis

Peiyi Tang

August 1993 **Proceedings of the 7th international conference on Supercomputing**

Full text available: pdf(896.63 KB)   Additional Information: full citation, abstract, references, index terms

Exact side effects of subroutine calls are essential for exact interprocedural dependence analysis. To summarize the side effect of multiple array references, a collective representation of all the array elements accessed is needed. So far all existing forms of collective summary of side effects of multiple array references are approximate. In this paper, we propose an approach for exact interprocedural dependence analysis based on the Omega test. In particular, we provide a meth ...

6 Image synthesis from a sparse set of views

Qian Chen, Gérard Medioni

October 1997 **Proceedings of the 8th conference on Visualization '97**

Full text available: pdf(924.09 KB)
Publisher Site   Additional Information: full citation, references, citings, index terms

Keywords: constrained Delauney triangulation, homography, image-based rendering, projective invariant

7 A coherent projection approach for direct volume rendering

Jane Wilhelms, Allen Van Gelder

July 1991 **ACM SIGGRAPH Computer Graphics , Proceedings of the 18th annual conference on Computer graphics and interactive techniques**, Volume 25 Issue 4

Full text available: pdf(3.46 MB)   Additional Information: full citation, abstract, references, citings, index terms

Direct volume rendering offers the opportunity to visualize all of a three-dimensional sample volume in one image. However, processing such images can be very expensive and good quality high-resolution images are far from interactive. Projection approaches to direct volume rendering process the volume region by region as opposed to ray-casting methods that process it ray by ray. Projection approaches have generated interest because they use coherence to provide greater speed than ray casting and ...

8 Research sessions: data mining: A Monte Carlo algorithm for fast projective clustering

Cecilia M. Procopiuc, Michael Jones, Pankaj K. Agarwal, T. M. Murali

June 2002 **Proceedings of the 2002 ACM SIGMOD international conference on Management of data**

Full text available: pdf(1.15 MB)   Additional Information: full citation, abstract, references, citings, index terms

We propose a mathematical formulation for the notion of optimal projective cluster, starting from natural requirements on the density of points in subspaces. This allows us to develop a Monte Carlo algorithm for iteratively computing projective clusters. We prove that the computed clusters are good with high probability. We implemented a modified version of the algorithm, using heuristics to speed up computation. Our extensive experiments show that our method is significantly more accurate than ...

9

Design and simulation of opera lighting and projection effects

Julie O'B. Dorsey, Françis X. Sillion, Donald P. Greenberg
July 1991 **ACM SIGGRAPH Computer Graphics , Proceedings of the 18th annual conference on Computer graphics and interactive techniques,** Volume 25 Issue 4

Full text available: pdf(9.10 MB)　　Additional Information: full citation, abstract, references, citings, index terms

A major problem challenging opera designers is the inability to co-ordinate lighting, projection systems, and set designs in the preliminary planning phase. New computer graphics techniques, which provide the set and lighting designer the opportunity to evaluate, evaluate, test, and control opera designs prior to the construction of full scale systems are presented. These techniques---light source input, simulation of directional lighting, modeling of scenic projection systems, and full three-dimensional ...

10 Optical digit recognition: a programming project for artificial intelligence
Scott M. Thede
October 2000 **Journal of Computing Sciences in Colleges,** Volume 16 Issue 1

Full text available: pdf(161.43 KB)　　Additional Information: full citation, references, index terms

11 Document Analysis and Retrieval: Extraction of text areas in printed document images
Jean Duong, Myriam Côte, Hubert Emptoz, Ching Y. Suen
November 2001 **Proceedings of the 2001 ACM Symposium on Document engineering**

Full text available: pdf(1.06 MB)　　Additional Information: full citation, abstract, references, index terms

In this paper, we present a document analysis system which is expected to extract regions of interest in greyscale document images. Collected areas are then clustered in text zones and non-text areas using geometric and texture features. The system works in two steps. Regions of interest are retrieved via cumulative gradient considerations. In classification module, we introduced some entropic heuristic. Experiments are done on the MediaTeam Document Database to show the relevance of this criter ...

Keywords: entropy, features, text extraction

12 Interactive manipulation and display of surfaces in four dimensions
David Banks
June 1992 **Proceedings of the 1992 symposium on Interactive 3D graphics**

Full text available: pdf(1.41 MB)　　Additional Information: full citation, references, citings, index terms

13 Stereoscopic projections and 3D scene reconstruction
Chaman L. Sabharwal
March 1992 **Proceedings of the 1992 ACM/SIGAPP symposium on Applied computing: technological challenges of the 1990's**

Full text available: pdf(1.00 MB)　　Additional Information: full citation, references, citings, index terms

14 Plenoptic modeling: an image-based rendering system
Leonard McMillan, Gary Bishop
September 1995 **Proceedings of the 22nd annual conference on Computer graphics and interactive techniques**

Full text available: pdf(347.37 KB)
　　　　　　　　ps(3.98 MB)　　Additional Information: full citation, references, citings, index terms

15 Conservative visibility preprocessing using extended projections

Frédo Durand, George Drettakis, Joëlle Thollot, Claude Puech
July 2000 **Proceedings of the 27th annual conference on Computer graphics and interactive techniques**

Full text available: pdf(933.07 KB)   Additional Information: full citation, abstract, references, citings, index terms

Visualization of very complex scenes can be significantly accelerated using occlusion culling. In this paper we present a visibility preprocessing method which efficiently computes potentially visible geometry for volumetric viewing cells. We introduce novel extended projection operators, which permits efficient and conservative occlusion culling with respect to all viewpoints within a cell, and takes into account the combined occlusion effect of multiple o ...

Keywords: PVS, occlusion culling, visibility determination

16 Contributions: Hidden surface elimination for complex graphical scenes
S. Boinodiris
March 1981 **ACM SIGGRAPH Computer Graphics**, Volume 14 Issue 4

Full text available: pdf(564.83 KB)   Additional Information: full citation, abstract, references

An extension to the Algorithm of Recursive Descent, introduced by Clark is presented for improving high speed techniques in hidden surface elimination. Whenever the average number of opaque primitives per occupied raster element becomes large, the algorithm presented tends to eliminate unnecessary depth evaluations. In complex graphical scenes which are executed by parallel processing structures interactively, the presented algorithm may provide considerable processing savings in related compute ...

17 Combining frequency and spatial domain information for fast interactive image noise removal
Anil N. Hirani, Takashi Totsuka
August 1996 **Proceedings of the 23rd annual conference on Computer graphics and interactive techniques**

Full text available: pdf(515.09 KB)   Additional Information: full citation, references, citings, index terms

Keywords: POCS, projections into convex sets, scratch and wire removal

18 A hybrid hardware-accelerated algorithm for high quality rendering of visual hulls
Ming Li, Marcus Magnor, Hans-Peter Seidel
May 2004 **Proceedings of the 2004 conference on Graphics interface**

Full text available: pdf(224.31 KB)   Additional Information: full citation, abstract, references

In this paper, a novel hybrid algorithm is presented for the fast construction and high-quality rendering of visual hulls. We combine the strengths of two complementary hardware-accelerated approaches: direct *constructive solid geometry* (CSG) rendering and texture mapping-based visual cone trimming. The former approach completely eliminates the aliasing artifacts inherent in the latter, whereas the rapid speed of the latter approach compensates for the performance deficiency of the former ...

Keywords: CSG Rendering, hardware-accelerated rendering, image-based modeling and rendering, texture mapping, visual hull

19 The randomized z-buffer algorithm: interactive rendering of highly complex scenes
Michael Wand, Matthias Fischer, Ingmar Peter, Friedhelm Meyer auf der Heide, Wolfgang Straßer
August 2001 **Proceedings of the 28th annual conference on Computer graphics and**

interactive techniques

Full text available: 📄 pdf(2.24 MB)

Additional Information: full citation, abstract, references, citings, index terms

We present a new output-sensitive rendering algorithm, the *randomized z-buffer algorithm*. It renders an image of an arbitrary three-dimensional scene consisting of triangular primitives by reconstruction from a dynamically chosen set of random surface sample points. This approach is independent of mesh connectivity and topology. The resulting rendering time grows only logarithmically with the numbers of triangles in the scene. We were able to render walkthroughs of scenes of up to 10

~~**Keywords:** Monte Carlo techniques, level of detail algorithms, rendering systems~~

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20 Special issue on spatial database systems: Qualitative representation of spatial knowledge in two-dimensional space

Dimitris Papadias, Timos Sellis

October 1994 **The VLDB Journal — The International Journal on Very Large Data Bases**, Volume 3 Issue 4

Full text available: 📄 pdf(2.09 MB)

Additional Information: full citation, abstract, references, citings

Various relation-based systems, concerned with the qualitative representation and processing of spatial knowledge, have been developed in numerous application domains. In this article, we identify the common concepts underlying qualitative spatial knowledge representation, we compare the representational properties of the different systems, and we outline the computational tasks involved in relation-based spatial information processing. We also describe *symbolic spatial indexes*, relation- ...

Keywords: qualitative spatial information processing, representation of direction and topological relations, spatial data models, spatial query languages

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